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**AMENDMENTS TO THE CLAIMS**

Please amend the claims as follows:

1. (cancelled)

2. (cancelled)

3. (cancelled)

4. (cancelled)

5. (new) A method of playing a word game, the game comprising:

rolling a first 20-sided die first, displaying a first consonant on top;

rolling a second 20-sided die second, displaying a second consonant on top;

rolling a third 20-sided die third, displaying a third consonant on top,

wherein each 20-sided die has all twenty English alphabet consonants except for Y, one consonant on each side;

forming a word using all three consonants displayed by the three 20-sided die; and

awarding points based on the sequence in which the consonants in the formed word occur.

6. (new) The method of claim 5 wherein 10 points are awarded if the consonants in the formed word occur in the same order as the three 20-sided die were rolled.

7. (new) The method of claim 5 wherein 5 points are awarded if the consonants in the formed word occur in a reverse order from the order in which the three 20-sided die were rolled.

8. (new) The method of claim 5 wherein 1 point is awarded if the consonants in the formed word occur in a random order from the order in which the three 20-sided die were rolled.

9. (new) The method game of claim 5 further comprising:

rolling a 6-sided die with all six English alphabet vowels, including Y, one vowel on each side; and

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awarding points if the formed word contains the vowel displayed by the six-sided die.

10. (new) The method of claim 9 wherein bonus points are awarded if a player declares intent to use the 6-sided die before rolling the set of three 20-sided die.

11. (new) The method of claim 5 further comprising:

rolling a 6-sided die with all six English alphabet vowels, including Y, one vowel on each side; and

deducting points if the formed word does not contain the vowel displayed by the six-sided die.

12. (new) The method of claim 11 wherein extra points are deducted if a player declares intent to use the 6-sided die before rolling the set of three 20-sided die.

13. (new) The method of claim 5 wherein certain letters can be used as wild cards.

14. (new) The method of claim 5 wherein phonetically identical substitute consonant combinations can be used in place of a displayed consonant.

15. (new) The method of claim 5 further comprising:

a first player challenging the spelling of a word formed by a second player; and  
not awarding points to the second player if the word formed by the second player is spelled incorrectly.

16 (new) The method of claim 5 further comprising

a first player challenging the spelling of a word formed by a second player; and  
deducting points from the first player if the word formed by the second player is spelled correctly.

17. (new) The method game of claim 5 further comprising awarding points based on the length of the word.